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SATURDAY MORNING ADVENTURES

DUNGEONS & DRAGONS®

BOOHER · KAMBADAIS · BURCHAM

SATURDAY MORNING ADVENTURES

DUNGEONS & DRAGONS®

In the early 1980s, six kids—Hank, Eric, Diana, Presto, Sheila, and Bobby—were magically transported to the world of Dungeons & Dragons. Equipped with powerful weapons by the mysterious Dungeon Master, they quest across the Forgotten Realms, searching for a way home.

Now Hank is shocked to learn that Sheila and some of the others are thinking of giving up on trying to go back. But just as the debate grows heated, the team is attacked by a host of driders and darkmantles. Their only escape? A mysterious portal that brings them to the so-called City of Splendors, Waterdeep.

"Prisoner of the Deep" Part Two

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HURRY. COME INSIDE. IT'S NOT SAFE OUT HERE.

AND GOING INSIDE THIS PLACE IS... SAFER?

I'D RATHER TAKE MY CHANCES IN THE CITY.

I RECOGNIZE THIS SYMBOL! THIS MONASTERY MUST BE DEDICATED TO THE GOD LATHANDER.

BHHHH!

AT LEAST WHAT'S LEFT OF IT.

PLEASE, COME IN! WE'RE RUNNING OUT OF TIME!

ARE YOU IN TROUBLE? WE CAN HELP YOU--

UH, SHEILA? CAN I TALK TO YOU?

EXCUSE US. WE'LL ONLY BE A MINUTE.

DID OUR TRIP THROUGH THAT PORTAL SCRAMBLE YOUR BRAINS? LOOK AT THIS PLACE!

I AGREE WITH ERIC. WE HAVE NO IDEA WHAT'S INSIDE.

SHE'S SCARED. SHE OBVIOUSLY NEEDS HELP, AND I DON'T SEE ANYONE ELSE AROUND TO HELP HER.

AS THE *HEAD* OF THIS TEAM, I SAY WE'RE *NOT* GOING INTO THIS CREEPY MONASTERY--

I DON'T REMEMBER TAKING A VOTE TO MAKE YOU OUR LEADER--

LET'S TAKE A VOTE, THEN!

FINE!

FINE!

ALL IN FAVOR OF *HANK* BEING LEADER, RAISE YOUR HANDS.

..

OH, THAT'S JUST GREAT.

ALL IN FAVOR OF FOLLOWING *SHEILA* TO OUR CERTAIN DEATHS?

IS THERE A *THIRD* CHOICE?

STOP FIGHTING, YOU TWO. YOU'RE UPSETTING UNI.

BAAAAAA!

BOBBY'S RIGHT. WE CAN'T AFFORD TO FIGHT WITH ONE ANOTHER.

HURRY! THEY'LL BE HERE ANY SECOND!

WHO? WHO WILL BE HERE ANY SECOND--

OH.

IT'S MORE OF THOSE SQUID-BAT THINGS! THEY MUST HAVE FOLLOWED US THROUGH THE PORTAL!

WE NEED TO GO INSIDE!

SHE'S RIGHT! LISTEN TO YOUR FRIEND!

THERE ARE ONLY FOUR OF THEM! WE CAN HANDLE IT!

EASY FOR YOU TO SAY.

BATTER UP!

BAAAAA!

THEN WE DO IT THE OLD-FASHIONED WAY!

ABRA...UM... CADABRA...

I CAN'T THINK OF A SPELL!

LOOKS LIKE THAT'S ALL OF THEM.

SEE? I TOLD YOU WE DIDN'T HAVE TO RETREAT.

UH, HANK?

THAT IS MOST DEFINITELY *NOT* ALL OF THEM.

UNI, WAIT!

BAAAAA!

COME INSIDE! THE DRIDERS AND DARKMANTLES WON'T BE ABLE TO GET IN!

I GUESS WE'RE GOING INSIDE--

IF WE CAN MAKE IT!

ABRA CADABRA, ALAKAZIME--

--COME ON, MAGIC HAT--

--AND BUY US SOME TIME!

NOT WHAT I HAD IN MIND.

AHHHH!

MUCH BETTER!

SLAM!

THAT WAS TOO CLOSE.

YOU'LL BE SAFE IN HERE.

I WOULD SAY SO.

DUNGEONS & DRAGONS
SATURDAY MORNING ADVENTURES
PRISONER OF THE DEEP
PART 2

I THINK THIS IS AN *OLLAMH HARP!*

AND THIS IS A *BELT OF GIANT STRENGTH!* I'VE NEVER EVEN SEEN ONE BEFORE!

WHERE DID YOU GET ALL THIS STUFF?

YES, I THINK IT'S TIME FOR YOU TO TELL US WHO YOU REALLY ARE...

...AND WHY THIS MONASTERY LOOKS LIKE A SORCERER'S WALK-IN CLOSET.

BAAAAA!

MY NAME IS PHAELONA. I'M TRAPPED HERE.

THERE IS A CURSE OVER THIS PLACE THAT PREVENTS ME FROM LEAVING. THAT'S WHY I COULDN'T STEP BEYOND THE ENTRANCE ARCH TO HELP YOU.

I WAS BORN WITH ***WILD MAGIC.*** I'VE NEVER BEEN ABLE TO ***TRULY*** CONTROL IT, BUT MY YEARS HERE HAVE GIVEN ME THE CHANCE TO ***FOCUS*** IT.

I FIGURED OUT HOW TO OPEN PORTALS TO OTHER REALMS. I CAN'T GO THROUGH THEM, BUT I CAN USE THEM TO SUMMON MAGICAL OBJECTS HERE.

I WAS HOPING TO FIND SOMETHING POWERFUL ENOUGH TO LIFT THE CURSE AND LET ME OUT. SO FAR, NOTHING HAS WORKED.

THAT DOESN'T EXPLAIN THE PORTAL THAT BROUGHT ***US*** TO WATERDEEP.

I THOUGHT IF I COULDN'T FIND SOME***THING*** TO HELP ME...

...MAYBE I COULD FIND SOME***ONE.***

SO LET ME GET THIS STRAIGHT. *YOU* OPENED THE PORTAL THAT LET OUT ENOUGH MONSTERS TO FILL A FOOTBALL STADIUM? THEN *YOU* TRICKED US INTO COMING INSIDE YOUR ENCHANTED MONASTERY TO HELP YOU LIFT THE CURSE?

WHAT'S NEXT? YOU FEEDING US TO THE DRAGON THAT LIVES IN YOUR BASEMENT?

HOLD ON A SECOND, ERIC. MAYBE THERE'S SOMETHING HERE THAT CAN OPEN A PORTAL LEADING HOME.

OR MAYBE *PHAELONA* CAN DO IT HERSELF!

WHAT DO YOU THINK, PHAELONA? IF WE HELP SET YOU FREE, COULD YOU USE YOUR MAGIC TO HELP US GET HOME?

I... I DON'T KNOW IF I'M POWERFUL ENOUGH TO HELP YOU. BUT I PROMISE TO TRY.

SEE, SHEILA? *MY* PLAN WORKED OUT AFTER ALL.

YOUR PLAN? YOU DIDN'T EVEN *WANT* TO COME INSIDE--

HOLD ON. BEFORE WE TEAR EACH OTHER APART, SOMETHING DOESN'T FEEL RIGHT. WHAT WOULD DUNGEON MASTER SAY ABOUT THIS?

HE'D SAY SOMETHING LIKE, "WHEN QUESTIONS OUTNUMBER ANSWERS, LIES OFTEN OUTSHINE THE TRUTH."

I HAVE NO IDEA WHAT THAT MEANS, SO THAT'S ***EXACTLY*** WHAT HE'D SAY.

WHO IMPRISONED YOU HERE, PHAELONA? ***WHY?***

I'M NOT SURE. ONE DAY I'M A GIRL LIVING HERE IN WATERDEEP. THE NEXT DAY I WAKE UP IN THIS OLD MONASTERY. I'VE WALKED BY IT A HUNDRED TIMES BUT NEVER EVEN NOTICED IT BEFORE.

WHO CARES? LOOK AT ALL THIS GREAT STUFF!

BAA! BAA!

THERE ARE ENOUGH SPELLS HERE TO KEEP A BEHOLDER OCCUPIED!

OH NO. I KNEW THIS WOULD HAPPEN.

WHAT DO YOU MEAN? WHAT DID YOU KNOW WOULD HAPPEN?

I TOLD YOU THIS IS WILD MAGIC! SOMETIMES I CAN'T CONTROL IT!

THIS IS *INVESTITURE OF FLAME!* THE GATE SPELL WILL BE NEXT!

BRACE YOURSELF, TEAM!

IS *THIS* PART OF YOUR PLAN, HANK?

OKAY, SO MAYBE MY PLAN NEEDS A LITTLE WORK.

WAIT! THIS ISN'T A FAIR FIGHT!

THAT'S BETTER.

BOOM!

THAT DIDN'T WORK.

NEITHER DID THAT.

THEY KEEP COMING! WE HAVE TO GET PHAELONA TO CLOSE THE PORTALS.

THAT'S THE FIRST THING WE'VE AGREED ON!

B-B-B-BOBBITY?

I DON'T RECOGNIZE THIS LANGUAGE! I CAN'T READ ANY OF THESE SPELLS!

FORGET THE BOOKS! USE YOUR HAT!

OH, SURE, DIANA. WHAT COULD GO WRONG?

KEEP PULLING, UNI!

BAAAAA!

ALTHOUGH YOU'VE BEEN OPENED TO ATTACK US MERE MORTALS...

...IT IS TIME TO BE GONE, YOU SINISTER PORTALS!

IT'S WORKING!

OH WAIT...

THEY'RE MERGING INTO ONE GIANT PORTAL!

THAT IS ONE *BIG* GELATINOUS CUBE.

AHHHHHH!!!

PHAELONA, YOU CLOSED THE PORTALS!

ARE YOU OKAY?

I... I THINK SO.

THAT. IS. IT. YOU CAN SPEND YOUR TIME INSIDE THIS ***WEIRD*** MONASTERY WITH THIS ***WEIRD*** GIRL AND HER COMPLETELY UNCONTROLLABLE MAGIC...

...BUT I'M TAKING MY CHANCES OUTSIDE WITH THE SQUID-BATS.

ERIC, WAIT! WE SHOULD STAY TOGETHER.

SHOULD WE? BECAUSE WHEN I LOOK AROUND, I DON'T SEE A TEAM ANYMORE. I SEE A BUNCH OF PEOPLE MAKING THEIR OWN CHOICES.

MY CHOICE IS TO WALK THROUGH THIS DOOR AND ***AWAY*** FROM THIS PLACE.

WHERE'D THE GROUND GO?

DIANA!!!

ERIC!

AHHHHHH!!!

OOF!

WHERE ARE WE?

I'D SAY THIS IS THE BASEMENT, BUT IT LOOKS MORE LIKE A DUNGEON. THE REAL QUESTION IS...

...WHERE'S THE *DRAGON?*

TUNE IN NEXT TIME...

Next Issue

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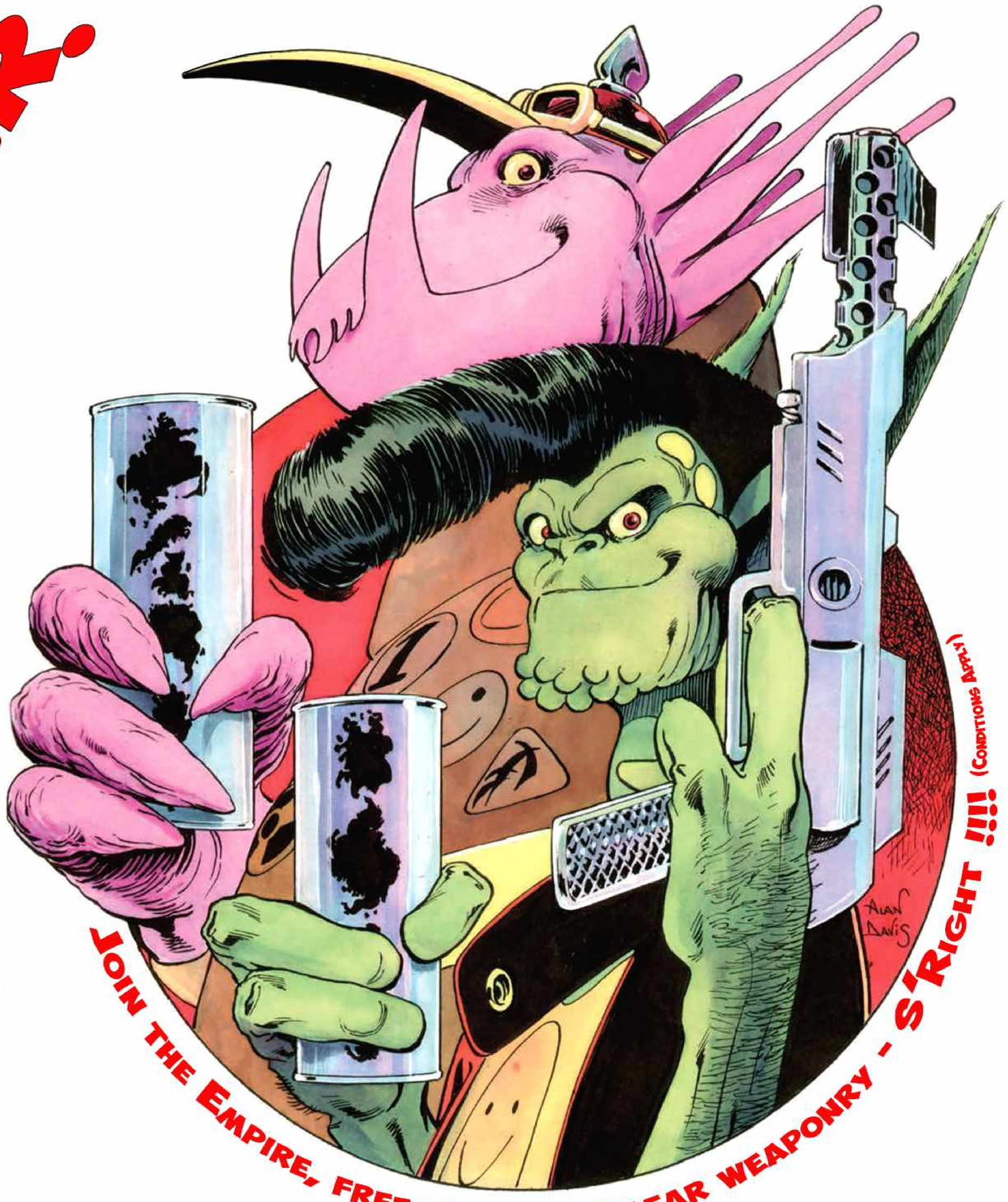

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